

THE GREY HAVENS



ISSUE NO. 1

THE BATTLE FOR MIDDLE-EARTH IS ABOUT TO BEGIN...

PRODUCED BY: STEPHEN MACLEAN

FOR GAMES WORKSHOP'S

THE LORD OF THE RINGS STRATEGY BATTLE GAME

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By The Editorial Staff

So what's going on in the lives of the Editors? Take a gander at our editorial section to find out.

News from the Valar

By Stephen (Isildurian)

The low-down on new sneak peeks, release dates, other LotR news such as tournaments and events as well as important GW information

New Releases

By Stephen (Isildurian)

Information on what new models have been released in recent times. From issue 2 onwards it will feature all new releases that have come out since the last issue was released.

One Rulebook to Rule Them All...

By Oliver (theye)

Read on for a small piece on the new Rulebook that was recently released by Games Workshop

Member Interview

By Valtteri (Tar-Miniature)

Take a look at what the members of the Last Alliance website are getting up to at the moment as well as getting a bit of background information on them.

Guts and Gore

By James (LOTRchampion)

New house rules created by our very own LOTRChampion, the first details the Dunedain of Arnor and Dírhaen, kinsman of Aragorn.

Product Reviews

By Alex (Faramirsmumma)

Here we take a look at what tools and wares there are out there that are essential for beginners to get a good grip on the hobby with. It will only be covering the basics this month, but look out for more

Beginners Tactica

By Asa (JARS)

A simple yet detailed look at the weaponry on offer in Middle-Earth, as well as some advice on standard formations for you to try out.

Thanks to...

A page mentioning all the people who made this magazine happen as well as the sources of any images I have used from the internet

The Next Issue

A brief list of articles for the next issue, as well as contact details for myself.

NEWS FROM THE TEAM

Hello Dearest Reader and Welcome

Hello there. As most of you will know by now, I have been planning an online magazine for a while now. I am producing this in an effort to fill in the void left where half decent Lord of the Rings White Dwarf articles should go, but ever since the UK team decided to make "small changes" it has all been going downhill rapidly. At long last I managed to get around to creating this e-zine (as I have heard it called) with the help of my fellow The Last Alliance website members.

After many months of hard work (ok, so not that hard), I can now introduce you to the first ever edition of The Grey Havens Magazine, a magazine for the hobbyist by the hobbyist. This is hopefully the first of many issues. Although it does not have as much in it as I would have hoped, I decided to go ahead and get it out there. It has a small selection of more beginner-centred articles this issue, just to give a good grounding to build up from, as well as two excellent little columns. Take a look at the previous page for a list of contents in this month's issue.

So what's happening this month I hear you ask. Well, for the past 5 months, I've been working on repainting a large portion of my models, as well as trying to finish the mighty Mumak of Harad. On top of this, I have started work on a new Gondorian design scheme, created by Spod of the Last Alliance, which looks really cool. Basically, I'm trying to do lots of little bits and pieces, none of which are progressing very quickly.

Anyway, enough of me. You have a magazine to read!

I hope you enjoy your read

Stephen Maclean
Isildurian

Faramir'sMumma's says;

Howdy all. Whilst writing this, I leaned back in my chair, pondering the actual requirements of this task. What exactly should I write? Will you guys like it? What writing style should I use? Then it dawned on me that I can write whatever I like. Now aside from sounding pompous and in control, this *somehow* relates back to the hobby (just give me a couple 'o hundred words, and I'll get there!). Remember guys, this isn't work, and this isn't school. That goes for the hobby in general. There is no set requirements – you don't have to paint something to mirror a guide, you don't have to use solely GW products, you can experiment with colours, you don't have to buy from a GW store to be a gamer – so don't ever let anyone tell you otherwise. You standard or style is yours, and it's not necessarily better or worse than anyone else's. When it comes to this hobby, there is nothing wrong with seeking alternatives.

Before that carries onto a long-winded spiel about how you should be independent, *insert moral story here*, and I'll get all metaphorical, there is actually method in my apparent madness. I've gotten back reasonably heavily (for me at least) into the LotR scene. After Scouring of the Shire, and the supplements (a term I use **very** loosely) that followed, I had no real interest in buying the new models. I'm a fan of the classics, and Rohan and Gondor appeal to me – a lot. Mordor is evil, pure and simple. With everyone playing armies like Harad, Rhun, and Easterlings, and looking at GW's obvious support for their new model lines, I felt a real rejection for us 'old school' gamers. Killing a Mumak the other day brought be untold amounts of pleasure. Then I met up with OjnotheRed – and I found the real pull to game. For all of GW's faults, they have created a game which runs well, and with the changes to Courage rules, it doesn't stop-start. That really kick-started my personal revival of the game.

So now, in my world of hobby, progress is being made. Although I don't want to batch-paint anymore, my new aim is to spend at least an hour per model. Unlike my other random goals, I'm serious this time! While BADGA (small Victorian Tournament) is not until December, school has loaded me with coursework, which takes up a vast amount of my spare time. I've got to get a 500 point Mordor and Dwarven army done. TTD has generously given me a painting guide for my Dwarves, so I'll be able to do them justice (this time!).

Thanks for reading, and I hope you enjoy the first instalment of the Grey Havens. Isildurian deserves the most recognition here – he is very much the overlord (and a good one at that!) and has really put a lot of time and effort into the production of this magazine.

Alex

Rodan-Re says;

This is the first issue of Grey Havens, so I'm not used to this. In White Dwarf, the editorial team waft on about there armies and stuff, so here goes. I'm currently painting my high elves army with my new colour scheme – white cloaks and blue robes. I have also just got a brand new £50 army case which I will be using to take my models to Conflict South. I was originally going to enter the tournament but they ran out tickets so I'm just going with the open pass. That's about it really at the moment, so goodbye and may the Valar protect you!

Rob

Rodan-Re's
new High Elf
scheme.



NEWS FROM THE VALAR

THE LAST ALLIANCE GT POSITIONS CANADIAN PRICE INCREASE ANNOUNCED

Posted on TLA by Hithero

I have posted the finishing positions of the TLA members; there are a couple I have been unable to identify so please make yourself know if you wish. Death n' Glory won the flutter on Adam with £36 being raised, many thanks to those who entered.

- 10 - Inquisitor Rex
- 14 - Glorfunzel
- 16 - Death 'n' Glory
- 18 - Hithero
- 19 - Talldwarf
- 20 - Bobtheorc
- 22 - Yith
- 23 - Elrohirthe1
- 26 - TonyB
- 27 - Hengest
- 29 - Shark1
- 36 - Nickwiggan
- 38 - Bard
- 41 - Raddy
- 44 - lavalanche
- 45 - Geo-Galad
- 47 - Abom
- 51 - Big H
- 53 - Tankred
- 63 - Ball
- 80 - Kain
- 81 - Bugsplat
- 94 - Elven
- 97 - Affy
- 101 - The Terrain Dude

- ?? - FenrisBreeze

But I forgot Bob Macfarlane, sorry Bob, who would have been the winner in 8th place.

Posted on TLA by lancelot

GW has once again raised prices, here's what us Canadians can now expect to pay as of June 5th:

“On **June 5th 2006** Games Workshop Canada will be adjusting our prices.

GW price policy is to do price adjustments once a year. Each year we look at different price bands so as not to raise prices in the same band year after year. We do this instead of increasing prices across our product line each year. That way our price increases on individual products last longer.

Rising costs in materials require us to increase our prices at times. While at the same time Games Workshop is committed to continually investing in research and development to provide the highest quality miniatures and hobby games in the world.

The price bands that are increasing in June are those between \$20 and \$50, with each increasing by \$5. Mines of Moria and Battle for Macragge box sets are increasing to \$75.”

Full details can be found at;

<http://ca.games-workshop.com/news/cn/announcements/PRICECHANGEJUN06/CHANGE06.htm>

Due to formatting issues, this link does not work. You will have to copy and paste the address into your browser to be able to view it. Sorry for any inconvenience caused.

THE FALL OF THE NECROMANCER OUT NOW

The new supplement for The Lord of the Rings is out now, focussing on the Enemy before his return to Mordor, whilst he still dwelt in the darkness of Mirkwood. Please see the New Releases Page for more details.

NEW RELEASES

This Month; **FALL OF THE NECROMANCER**

ELF COMMAND



THE SPIDER QUEEN AND SWARMS

THE WHITE COUNCIL



Item	Price
Fall of the Necromancer Sourcebook	£8.00
Good	
The White Council	£20.00
Wood Elf Command	£6.00
Elf Command	£6.00
Wood Elves	£15.00
Wood Elf Sentinels	£6.00
Evil	
Sauron the Necromancer	£15.00
Spider Queen and Swarms	£15.00
Castellans of Dol Guldur	£7.00
Giant Spiders	£6.00
Giant Bats	£5.00



SAURON THE NECROMANCER

ONE RULEBOOK TO RULE THEM ALL

By Oliver Hibbs (theye)

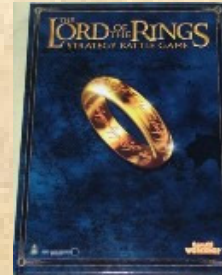
Introduction:

Games Workshop have previously released three versions of the rules; one for each film that New Line Released, and four supplements dealing with other aspects of Tolkien's Universe that maybe didn't make it onto the big screen (such as the Scouring of the Shire). They have decided to release one final version of the rules, containing all of the models and rules from previous editions of the rules, complete with updates. It has become the One Rulebook to Rule Them All...

Layout:

The book is split into 6 main sections. These are:

1. Introduction and the Main Rules
2. Advanced Rules
3. The Fortress
4. Scenarios
5. Forces
6. Collecting, Painting and Modelling



Introduction and the Main Rules:

The start of the book has a very comprehensive introduction; giving clear instructions for starting to play the game, such as abbreviations (D6 and D3) as well as listing some of the things you will need to play. Following this is the bulk of the main rules. These are set out in the order of play – the Priority phase, the Movement phase, the Shooting phase, and the Fight phase. In each of these sections there are well written, easy-to-understand rules explaining how to carry out each phase of the game complete with examples to help illustrate the rule. This portion of the rulebook is relatively unchanged compared to the Return of the King version, although there are a few alterations.

Advanced Rules:



One of the obvious differences to this section of the rulebook is that the Defending Barriers rules have been moved here, so not as to confuse newcomers.

Also there have been a few changes to the Cavalry and Courage rules; namely making them a lot easier to understand. In the Courage section, they have updated the "Broken" rule, making it easier to play and much less tedious to use. Another thing that has been

added to this section of the rules is the dreaded Mumak; explaining how to move it and in it, how to shoot with it, and, most importantly, how to fight with it.

All in all, I feel that the Advanced Rules have been made a lot better as they are a lot easier to understand, and all unnecessary rules that slow the game down have been removed.

The Fortress:

This is probably the shortest section, dealing with how to fight in a fortress, as seen in the Siege of Gondor supplement. There have been a few small tweaks here and there, but nothing major has changed in this section of the rules.



Scenarios:

This is an entirely new section to the rules, giving sample scenarios and how to use different forces in scenarios. The only disappointment here is that there aren't any specially written scenarios, like in previous editions of the rulebook.

Forces:

One of the good things about the Forces section is that it has been sorted into separate races. These are:

1. The Shire-folk
2. Arnor and Angmar
3. The Elven Havens
4. Moria
5. The Woodland Realms
6. Rohan
7. Isengard
8. Gondor
9. Men of Numenor
10. Mordor
11. The Dwarf Holds
12. A Shadow in the East
13. Harad



As I am an Evil player, I can't really complain. The Good sections on the other hand has lost out a little bit in this version of the rules. They've raised the points costs of a lot of models, and many pieces of equipment have gone up in cost as well. One of the few good things that has happened to the Forces of Good is that Gil-galad now has the same Fight value as Sauron; meaning that he can actually be beaten now.

For the Forces of Evil, however, it's almost all good news, as lots of points values have been reduced. This means that you can field a lot more troops, making overwhelming your opponent a lot easier.

Overall, I think this section of the rules is the one that has suffered most from the changes. I mean; missing out the Army of the Dead, come on...

Collecting, Modelling and Painting:



I don't doubt that the rest of you have noticed this; but in every edition of the rules, this section has always had basically the same stuff in it. The new book is no exception, having the same guide on how to put the Cave Troll together, and the same paint guides. I can't moan about the whole section though, as this part of the rulebook has a pretty good few pages on how to collect an army, and also building modular boards. This section also included articles from White Dwarf's *A Tale of Good and Evil*, featuring information on how to build up and paint forces for both Good and Evil and convert leaders for them, not to mention Adi's notorious painting 'showcases' have been included) All in all I thought that this section was alright - apart from the repeated modelling and painting sections.



Conclusion:

I think that the new rulebook was a great advance on the older editions; combining all three main rulebooks and the four supplements into one easy- to-understand volume.

I would rate this rulebook as virtually essential to any gamer and a start a new era in gaming for GW's the Lord of the Rings Strategy Battle Game.

MEMBER INTERVIEW

Hello All.

Each month, we will do a feature on one member of The Last Alliance website to find out what they do in the hobby. This month, we get a glimpse into the life of Tar-Miniature, the person behind the interviews.

The name behind the post; what's your real name?

Valtteri Kivinen

What does your TLA username means? Why did you pick it?

Tar-Miniature doesn't mean anything that you couldn't read from it. I picked it when I registered and tried "Tar-Miniature" for username as I'm on other forums, but someone picked it before me, and I tried "Tar-Miniature".

Could you tell us something about yourself?

I live in Nurmijärvi, Finland and nearest hobby store where I could get minis is over 18 miles from my home, so I mostly get my minis from the internet. Read the interview, I'll tell more.

This is a strange hobby, how did you find out about it?

It was summer of 2004, me and my cousin were going to London for a week. We were looking for some shops to go in London, and then we found Games-Workshops site. As we were both big fans of LotR, we bought some minis from there.

What's your favourite Army (or armies)?

Wood Elves. They have some nice heroes like Haldir, Legolas and Celeborn and the minis are looking great. I have about 800pts of them.

What other armies do you have? How many points?

I don't have many armies, and I have only a little of them.

- Mordor 500pts
- Rohan 250pts.

What's your favourite model from Games Workshops LotR range?

Armoured Celeborn is my favourite.

What's your best painted model? Can you show us a picture of it?

It's probably my Legolas



Tar-Miniature's
Legolas from the
HotW boxed set.

What's your favourite army list?

My Wood Elves of Lórien (600pts):

Celeborn with Heavy armour, Shield and Elven Blade 150pts

Haldir with Elf bow, Elven cloak and armour 90pts

12 Armoured Elves with bows 130pts

13 Armoured Elves with Elven Blades 117pts

13 Armoured Elves with Spears 117pts

604pts, 6 points of Might, 40 minis, almost 33% bows, 14 arrows in a turn

What is/are your favourite change/changes in The One Rulebook?

Mine is probably that Celeborn is now better fighter.

Who is your favourite sculptor?

The Perry brothers, Alan and Michael. They've sculpted so many great minis.

If you want to be the next person to be interviewed, e-mail me at elladaani@gmail.com.

GUTS AND GORE

Introduction

Hello and welcome to Guts and Gore, the part of the ezine where we look at the works of amateur rules writers who create new profiles and rules for the Lord of the Rings Strategy Battle Game. Sometimes we will show new rule written by myself, and other times we will be featuring rules that the public have sent in, which we think are good enough to feature in the ezine.

To start us off, this month, I've put together some rules to allow you to create an army of the Rangers of Arnor, the Dunedain. Yes, we have the rules from the Fellowship of the Ring Campaign Book, and from the Battle of the Pelennor Fields supplement. Although these are for the major leaders and heroes, whereas there are more numerous, lesser rangers, who serve beneath the heirs of Isildur in guarding Eriador from the foes of the Dark Lord. The rules here are for a new type of warrior, the Dunedain Warriors, and a new hero, Dírhaen, kinsman of Aragorn, and Guardian of the Northern Marches.

The Dunedain of Arnor

Dírhaen, Guardian of the Northern Marches (Man) Points Value: 80

	F	S	D	A	W	C	M/W/F
Dírhaen	5/-	4	5	2	2	5	3/1/2

Dírhaen is one of the kinsmen of the King Elessar of the Reunited Kingdoms of Arnor and Gondor. His father was the grandfather of Aragorn, and he is held in high regard by the chieftain. He is a watchman of the Dunedain on the Northern Marches - and although he mainly patrols the Ettensmoors, seeking out trolls and warbands to weaken before bringing news to Rivendell; he has been seen as far a field as Forochel, bringing word to the Snowmen of the shadow that is to come.

Wargear

Dírhaen carries his halberd, Faerast, and wears armour. He also wears the war-mask Gharek. He may be given a Horse at the following points cost:

Horse
10pts

Faerest: Faerest is an ancient halberd gifted to Dírhaen by the Snow-men of Forochel, a relic of the wars of Beleriand. It was once wielded by one of the sons of Beor, and although not innately magical, it's sheer craftsmanship is so great that it seems so. Faerest counts as an Elven Blade, but Dírhaen can also use the Shielding rule with it.

Gharek. Gharek was once worn by the Dwarf Lords of the Blue Mountains, but after Dírhaen brought aid to the dwarves of the Ered Luin when a goblin infestation was discovered in the lower mines, it has been in the possession of Dírhaen. Dírhaen counts as causing Terror, due to the abilities of Gharek.

Dunedan Warrior (Man) Points Value: 9

	F	S	D	A	W	C
Dunedan Warrior	4/3+	3	4	1	1	4

Wargear

Dunedain warriors carry a hand weapon. They may be given any of the following equipment at the given points cost:

Bow 1pt
Spear 1pt

Conversions

The only conversion that is needed for this rules set is for Dírhaen. I based Dírhaen on Elendil. Firstly, I removed his sword, and sculpted leather armour over his lower armour, leaving the breastplate and the Chain-mail in tact. Next, I filed down his helm, leaving only the parts around the face. Then I sculpted hair over the remnants of the helmet. To finish him off, I drilled through his hands and inserted a brass rod. To the top of this I affixed the top half of a Warhammer Fantasy Tomb Kings skeleton scimitar.

PRODUCT REVIEWS

In the first instalment of reviews regarding our hobby, well, modelling in general, this one is aimed at beginners. This review covers; The Basics of Building models.

Most Lord of the Rings models are multi-part, and while building models may seem to be a simple task, choosing the right products that work well and are affordable can take a bit of looking around. So to save you time and effort, I've compiled a list of products and tools that are a must when assembling models.

Clippers;

Best used for removing the model from a sprue, or if it's a metal model, removing excess metal or faulty casting. Games Workshop offers these clippers – at a price, a large price, I may add. Paying through the nose for basic tools is plain wrong. I recommend that a generic no-name brand that you could buy from a Model Railway/Aeroplane store would be a lot more cost-effective. Most large Hardware stores also stock clippers, as many electricians use them in their workplace. I bought mine in a set with pliers for under five dollars, from Bunnings (Australian Hardware store).



Pliers;

We are looking for long-nosed pliers that are sometimes called 'Miniature Pliers'. A pair shouldn't cost you any more than a few dollars, and again, it is advisable that you don't buy Games Workshop ones, because of the price. Heck, your buying their models aren't you? You don't need their tools.

Super Glue;

There are a few different forms of Super Glue, and I've heard that the 'Gel' form works wonders. www.ebobminiatures.com stocks it, and you'd probably be able to find it at your local hobby store. I use the cheap Pack-of-ten-for-two-dollars found at my local Hardware store, but I'll change to the Gel form once this set runs out. Super Glue is extremely strong, and was originally designed for use during war-time, where its bonding properties were used to seal cuts quickly. So for that reason, avoid squeezing the tube too hard, and getting it on your fingers. It is best if you also buy a solvent, which deactivates the glue, and lets you get your fingers or whatever else you have stuck, unstuck. There are many horror stories about skin-to-skin bonding, and none more infamous than the scene in American Pie 2.

Plastic Glue;

This stuff will only stick plastic to plastics and that's what makes it so awesome. I recommend buying either Testors or Revell 'Contacta Professional'. Both come with a nozzle about the same thickness as a needle, and for accuracy, you cannot beat either of these two brands. Again, this will not set you back too much; in fact they are less than half the price of Games Workshop's Plastic Glue. I picked my up for five dollars, and it has lasted me an age. I also collect 40k, and those who collect will know the amount of gluing it takes to assemble any Games Workshop kit. If you work with Plasticard, then again, you'll want the best in the business.



Hobby Knife;

X-acto seems to be the brand that everyone in the US uses, although I haven't been able to find it here. Again, because the cheap kit from Bunnings is more than adequate for my needs. Especially for beginners, there's no need to pay top dollar for blades that you will take some time getting used to, and most likely break. But if you are a brand-name person; www.ebobminiatures.com also stocks them.

Green Stuff;

If you get a gap in your metal models, you'll probably want to fill it. www.ebobminiatures.com stocks Green Stuff, as well as other sculpting mediums and sculpting tools. That website is really your one-stop shop when it comes to your sculpting needs. Greenstuff is what Games Workshop and Ebob sculpt their models out of, and as you can see, it really works. It is a two-part epoxy putty, and when mixing the two together, it creates putty that will dry in a few hours. I recommend a lubricant to prevent the Green Stuff sticking to your tools, which is as easy as saliva or water, or, Vaseline. Most supermarkets and pharmacies stock Vaseline, and it is reasonably cheap.



Files;

These are another thing that you buy from a Hardware store. The brand name is not important, and you can purchase these in packs of anywhere between two and twelve. They are useful for all sorts of jobs, but primarily used for filing down mould lines.

That's it! All the basic tools and products that a beginner would need to start this amazingly-addictive hobby. Next issue I'll delve deeper into tools like Jeweller's Saws, Araldite (two-part glue) and the fabled Dremel Rotary tool.

Alex (FaramirsMumma)

TACTICS FOR BEGINNERS

Weapons

In playing Lord of the Rings Battle Strategy game, one must have a good handle on basic tactics. The Lord of the Rings game does not limit the formations a group of troops can use in a battle. Thus the only limiting factor is weapon type. There are several different rules for different types of weapons which must be taken into account when deploying your troops.

Hand Weapons

The most common type of weapon is just a regular hand weapon. Warriors holding these just follow normal rules in the fight phase. The advantages of a hand weapon are that the warrior may also take a shield, giving it better defense, or a bow, giving your army a long ranged attack.



Two Handed Weapons

Two handed weapons give the warrior a better chance to wound the enemy, yet less of a chance to win the fight and so have the opportunity to wound the opponent. Warriors fighting with a two handed weapon cannot carry a shield, making them easier to wound and less likely to win a fight. When including these in a force you should only have a few, and always keep them close to other troops so they have more of a chance in the fight phase.

Spears

Spears are extremely useful. Spearmen can fight exactly like warriors with a hand weapon, or you can place them behind another warrior and give that warrior an extra attack. This latter option gives your army a huge advantage.



Bows

Bowmen are warriors capable of attacking from long range. These bows generally have weaker attacks than a regular foot soldier. However they are extremely useful as they give you the opportunity to thin down the enemy ranks before they can cause casualties themselves. They are especially good against cavalry since the mount is usually not as well armored as the warrior. Once the mount is shot the warrior is far weaker than he was before, even if he doesn't get killed when he falls to the ground.

Horses

Horse-mounted units (also known as Cavalry) have significant attack bonuses in the game, such as extra attacks on the charge and so on. These warriors are unfortunately expensive, and are vulnerable when put on the defensive.



Formations

Formations are necessary in Lord of the Rings SBG. A mass of unorganized warriors will easily be overcome. Therefore, here are a few formations one can use depending on the weapons available in your force.

The Shield Wall

The shield wall formation can be used by almost all armies. It is simply where you put warriors armed with hand weapons and shields in your front rank and then support these warriors with spear armed warriors in the back ranks. This formation can easily be added to by using elite troops to lengthen your front rank. The spaces in the rear rank can be filled by bow armed troops in base contact with the warriors in the front rank. This would be used if your army was defending castle walls or wished to be completely defensive. If you wish to take the fight to the enemy, place your bowmen on the flanks and place cavalry or monsters to support them. Once the battle between the two enemy lines is joined, move your bowmen from the flanks to behind the enemy's line and pour bow fire into the enemy's rear ranks. You can also use your cavalry to completely surround the enemy and strike at the back, where they're weak, giving them no chance for survival.

The Phalanx

A formation that can be used by armies with access to the mighty pike as a weapon choice is the phalanx. The phalanx has one main strength; it allows you to have two ranks of supporting troops behind your warriors armed with shield. Additionally captains and banners can be added to make it almost impossible for the enemy to win fights charging at this formation head on. However the two ranks of support means that an enemy will most likely have a much wider line than yours. If the phalanx is flanked then not only will your troops lose the combat advantages of the formations, but because they are so bunched together that they will count as being trapped if they lose a fight. Therefore it is your first priority to guard the flanks of your formation. This can be done in several ways; first you could place your formation in between two impassible pieces of terrain therefore making it impossible for the enemy to reach your flanks. Or you can use elite troops and/or bowmen to protect your flanks. Either way when you use this formation you are taking a big gamble. But when don't you in war?

The Wedge

The last formation you can use is the wedge. This is like the shield wall formation except instead of forming your troops in a straight line you form them into the shape of an arrow head. This formation is very offensive and can be used to target a gap between two formations. You probe through this gap and then attack from the enemy's rear.

I hope this article will help you win battles as you start out your adventures into LOTR SBG. Remember to always consider what weapons your warriors are equipped with and how you can use them to your greatest advantage.

Asa Skinner
JARS

THANKS TO...

This magazine would not have gotten anywhere without the help of many people, and without the contributions of the TLA community. My special thanks to;

FaramirsMamma - Without his help in editing and suggestions for layouts etc, this magazine would not be here today.

LOTRChampion - For recommending CutePDF for file conversions, as well as stepping in fairly last-minute to produce a column for me.

Rodan-re - For his time editing this magazine, as well as cover suggestions, and for doing the News Page, again last minute.

CJ_Zaptor - for giving me help with the general know-how of making a magazine, as well as recommending freewebs for hosting.

TonyB - For the excellent Ringbearer font, as well as some formatting suggestions

Thanks also goes to everyone who contributed something to The Grey Havens, including;

Theye, Tar-Miniature and JARS, also to Gerbs, but his article unfortunately didn't make it this issue.



Also thanks to The Last Alliance for proof-reading and supporting our writers.

Credits

The One Rulebook, and images in "Product Reviews" and "New Releases" are Copyrights of Games Workshop limited 2006

The Hobby Knife and Greenstuff images in "Product Reviews" were taken from www.ebobminatures.com

The cover image is taken from www.warofthering.net

The images in the Weapons section of "Tactics for Beginners" come from a variety of sources; www.texasbeyondhistory.net

www.hindunet.org

www.gamesbyscott.com

www.hipark.austin.isd.tenet.edu

and www.sac.or.kr

NEXT ISSUE

For the next issue of The Grey Havens Magazine, I am hoping to get more articles from TLA members, and some of the articles I'd really like to see are;

- **Painting** - A guide to techniques such as drybrushing, washing, basing and overbrushing.
- **Terrain** - Any articles are welcome
- **Gaming/Tactics** - A basic guide to battling using any army you like. Preferably themed listings.
- **Theming** - A guide to theming your forces, and the do's and don'ts of force-making
- **A review of The Fall of The Necromancer supplement**
- **Sculpting** - A guide to basic sculpting techniques, like sculpting cloth, armour etc.

Any other articles are more than welcome, but these are a few I'd personally like to have in it.

Any and all Contributions should be sent to Isildurian@f2s.com, from which it shall be forwarded to one of my editors. It will undoubtedly appear in The Grey Havens, if not the next issue.

**Thanks
Stephen Maclean
Isildurian**